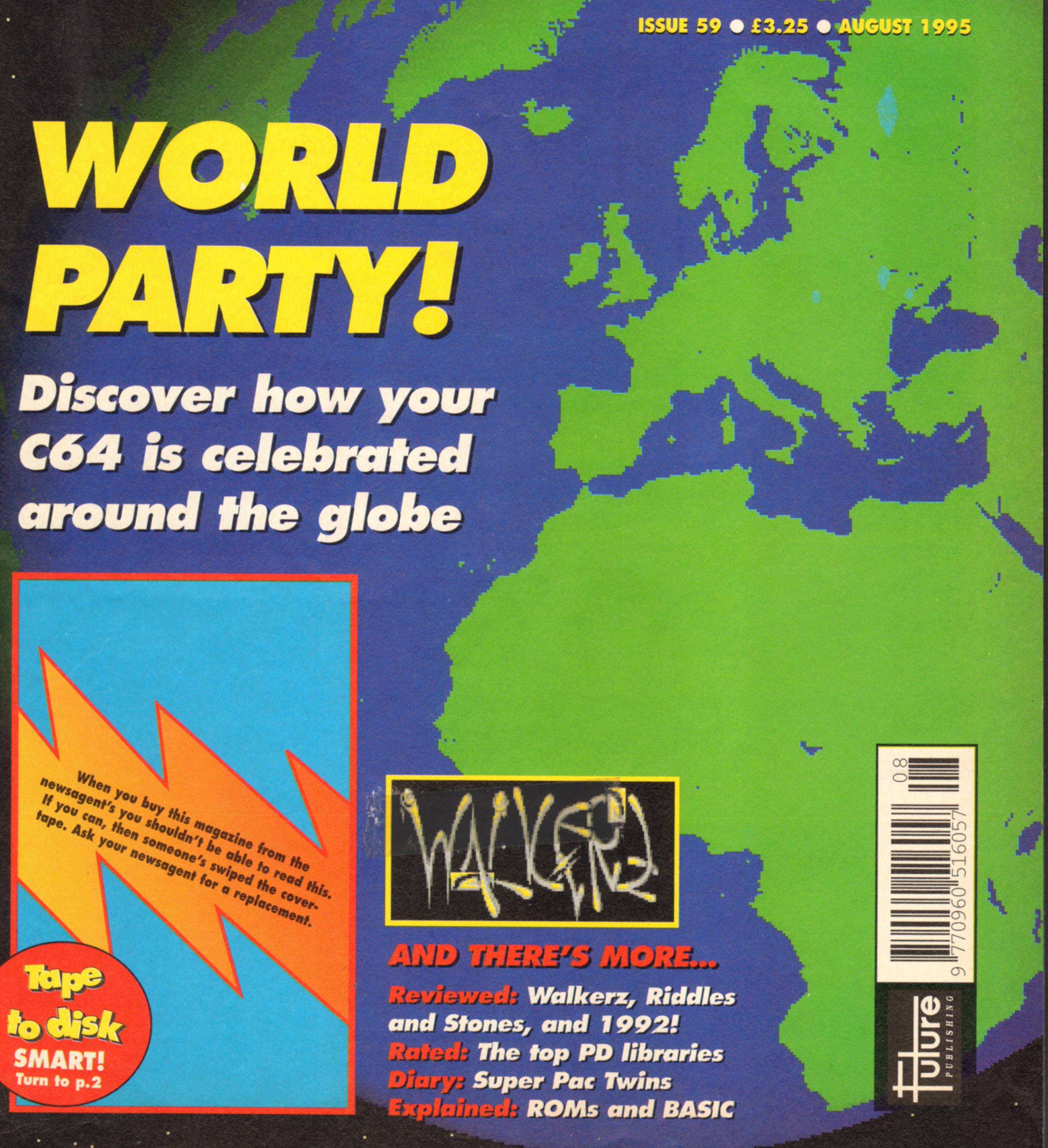
JAM-PACKED FROM COVER TO COVER WITH C64 INFO

More Escom news on page 7

COMMODORE FORMAT

If you've got a C64 then get this

ISSUE 59 ● £3.25 ● AUGUST 1995



WORLD PARTY!

Discover how your C64 is celebrated around the globe

When you buy this magazine from the newsagent's you shouldn't be able to read this. If you can, then someone's swiped the cover-tape. Ask your newsagent for a replacement.

Tape to disk SMART!
Turn to p.2

AND THERE'S MORE...

Reviewed: Walkerz, Riddles and Stones, and 1992!
Rated: The top PD libraries
Diary: Super Pac Twins
Explained: ROMs and BASIC

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Future PUBLISHING

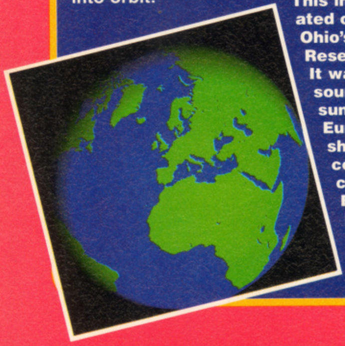
COMMODORE FORMAT

August 1995 Issue 59

CONTENTS

6 World Party

Learn how the trusty C64 has found its way into homes all around the world, and even into orbit!



This image was created on a VAX at Ohio's Bi-polar Research Centre. It was light-sourced with the sun directly over Europe, and shaded in 64 colours. You can find the BPRC at http://www bprc.mps.ohio-state.edu/.

18 Walkerz

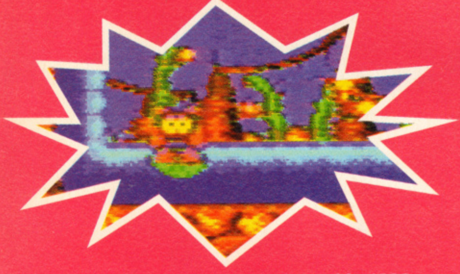
You too can viciously kill thousands of people, courtesy of EBES.

Lemmings fans will love EBES's latest offering, featuring the antics of our cute (but suicidally stupid) friends and a rather nippy platform.

19 Riddles and Stones

Newcomers Lerch software have produced one of the deepest, complex yet most engrossing puzzles games of this year. Can your brain take the strain?

Okay, so it's a puzzle game. It's a good one, though. Where are you going?



A lot of top games were released in 1992 including *Creatures 2*, featuring Clyde.

22 That was the year...

Commodore Format takes a look back through the C64's gaming history to the golden year of 1992, which saw the likes of *Creatures II*, *WWF*, and many more.

5 ON THE POWERPACK...

Samurai Trilogy

This month we give you the chance to master the ancient art of the Samurai, and run a sword through the queue of opponents waiting to enter the ring. Details of exactly how to do this are just over the page...

REGULARS

4 News

Blimey! We've got two pages of news, editorial, directory and everything! Get up to date on the latest happenings in the C64 world on page four.

9 The Mighty Brain

CF's very own lump of grey neural matter hands out abuse to yet more of our loyal readers in an effort to make them stop wanting to buy the mag.

11 Contact points

Each month, we vindictively criticise someone else's attempt at publishing glory. This month, three more fanzines come under the hammer.

21 Buy-a-rama

Uncle Dave might not be editing it any more, but his small ads page is still bustling with the latest hot bargains for computing on the cheap.

GAMES

10 Game diary

The brothers Kubiszyn share with us the joys of creating games, as they put *Super Pac Twins* together. Watch out for it on a future covertape.

20 Gamebusters

If at first you don't succeed, cheat. If that doesn't work, get angry. This month, Action Replay codes.

SERIOUS

8 Escom speak

Last month Escom held a press conference to talk about their plans for the C64. We posted Roger to Germany to find out the latest hard news.

14 Techie Tips

The erstwhile Doctor Finch takes the time to answer yet more of your technical queries.

16 True ROMantics

This month, Jason goes into yet more detail about port addressing routines.

17 Back to BASICs

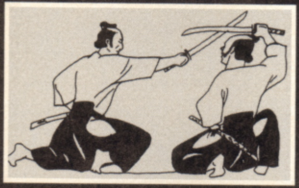
Learn all about variables and how we can use them to make truly flexible programs.

AND NOW FOR THE FULL COVERTAPE BRIEFING... ➤

POWER PACK

COMMODORE FORMAT
FULL GAME
SAMURAI TRILOGY
POWER PACK

Samurai Trilogy



People you wouldn't like to bump into in a dark alley #297.

Learn the way of the warrior and put your foot through the throat of anyone who stands in your way with this month's PowerPack game.

In a temple in the far, far east of this earth sits a young warrior. All is quiet in the temple, save for the minute breaths the warrior takes, as his body glides through the sacred planes to the next level. The young warrior is about to become a samurai master and as soon as he does, he's vowed to change his name. You can't have a samurai called Arthur, you see – it's just not scary enough. The rules of the discipline say nothing about attacking your opponent while he's doubled up with laughter, but it never really gets the admiration from the spectators that Arthur thinks he really deserves.

Still, Arthur sits. Many people think that the meditation these young students undertake is to hone the senses, speed up the reflexes and make the mind, soul and body as one. In Arthur's case, this simply isn't true – he's doing his grocery list. Anyway, the showdown is almost upon him, and it's time to train and fight.

Er... The game?

Which is where you come in – your two tasks for this month are to use the trainers provided on side A of the tape, and go on to beat the living daylights out of everyone you come across on side B.

How? Well, when you load either section, the first thing you'll have to do is select your warrior and your opponent, by moving the joystick up and down through the menus, pushing to the right to make a selection, and pressing fire to confirm tat selection. You'll now have to assign points to the various skills of the warrior. Use the joystick to move up and down through the different areas of power, such as strength, agility, speed, etc, and hit right or left to add or subtract points from that particular power. When you've assigned all five points to your warrior.

Arthur starts on the left of the screen (with whatever name you decided he should have), and his opponent starts on the right. Use left and right to move Arthur around, and every other direction to make him do something hideously violent. As well as this, the fire button provides another set of moves, as if you hold it down while pushing in a direction, Arthur will do something completely different, and usually more powerful.

Controls

As a rough introduction to the way Arthur moves, you can push up and fire to fly across the screen feet first (at a painful head height), use the diagonals to throw punches and kicks while standing, press fire and pull away from the other player to block, and turn using normal directional control.

If you beat up everyone in the entire game, you'll get to change Arthur's name to something a bit more stomachable, like Derek, or something.

TAPE TO DISC

This month's Powerpack is also available on disc. To get the disc version simply cut out the token on the tape inlay card, write your name and full address on a piece of paper, pop 'em both in an envelope with a cheque or postal order, made out to Ablex Audio Video, for £1.50 (to cover duplication costs) and send it to: *CF59* Tape To Disc, Ablex Audio Video Ltd, Harcourt Halesfield 14, Telford, Shrops TF7 4QR.

NO LOAD ZONE

If you are having trouble loading this month's Powerpack plonk the duff tape in a Jiffy Bag, slip in a tape-sized SAE and send it all to: *CF59* Tape Replacement Service, Ablex Audio Video Ltd, Harcourt Halesfield 14, Telford, Shrops TF7 4QR.

If, however, you're confused by the messages at the end of each level and the fact they don't chain together quite as they should, don't worry – your tape works perfectly, it's just one of the problems of remastering the game. And if you phone the CF office about the problem, we'll sarcastically ask you to read the contents of this box out loud.

News

Oh no...

Oh yes – my name's Simon Forrester, and I'm CF's new editor. Hanging around the office until someone gives you a job has proved to be a dangerously effective career technique.

It's not all bad, though – this month's CF really is stuffed to overflowing, even by our standards.

Always up to date on the latest news, CF features an update on Escom's plans to take the C64 to the rest of the world. While we're on the subject, we'll be taking a look at how the C64 has already found its way around the globe and even into space with the help of NASA.

Though it's not really healthy to look backwards, we'll also be paying homage to the history of the demos we've all been plagued with of late, and finding out just what did come out of 1992.

Of course, what issue of CF would be complete without the normal blend of technical help, BASIC and machine code tutorials, game cheats, fanzines, news, and abuse from the brain in the corner?

And for those of us who prefer a more relaxing, fun-filled time, we've got more game reviews than you can count on, erm, one finger – *Walkerz* courtesy of EBES, and *Riddles and Stones*, another in the long line of puzzle games.

All that's really left to say is that I hope you enjoy the issue. As usual, if you've got any comments, criticisms or suggestions, send them along to the usual address, and we'll burn them for you.

We have a winner!

When we asked you to fill in our survey in March, we didn't realise quite how good the response would be. As promised, we had a draw for three winners, each of which would receive 10 games for their troubles. As you read this, Alf Yngve of Norway, Ryan Cirigliano of Guernsey and I Ibbotson (surely not) from Yorkshire will be sporting quiet, contented grins, as well as some new software.

Sim Club

For those of you who prefer a more relaxed, thoughtful game, the Simulation Club is a group of C64 owners who're hooked on strategy and simulation games, to the extent that they're writing new games as we speak. You can contact the club c/o S Allen, 21 John Shepoy St, Hyde, SK14 4HN.

Another PD library

Just when you thought you had all the PD you'd possibly ever need or want, someone goes and opens another library. Ipswich PD are a new company based in, erm, Ipswich, with a large collection of double-sided disks for only £1.35 each (or £2.50 for two). Alternatively, you can get a catalogue disk by either sending a blank disk and an SAE, or £1.50 to cover those same costs.

Ipswich PD can be contacted at 61 Springfield Lane, Ipswich, Suffolk, IP1 4EW.

They made me do it

On the first of June, the company that brought you Commodore Format throws another magazine into the forum, called *PC Guide*, aimed at first time PC users who don't know their SIMMs from their MIPs. The guide will look at every aspect of home PC use, including hardware and software reviews, netsurfing, design, games, music, and education amongst many others.

PC Guide – with a special guest appearance from the official CF sandwich man.

NEW!
PC Guide
Great advice for your home PC – without the jargon
The home PC adventure starts here
3D graphics made easy
WIN! A MULTIMEDIA PC
You're not alone
Wondrous stories
Kids' books come to life
PLUS

Priced at only £4.99 (for the CD version) and £3.99 (for the HDD version), it'll be the essential monthly guide for first time PC users. Now all you need is a PC.

Zoned out

Binary Zone PD's new fanzine, *Commodore Zone*, has been delayed – though we confidently told you it'd be available two issues ago, the first issue of Zone was held back due to several articles that the authors wanted to include, such as an interview with top C64 musician Martin Galway. Binary Zone will also be looking into producing a Galway compilation disk, featuring his best works, including some unheard pieces.

Other plans from the PD library include a possible shareware disk courtesy of Jon Wells, filled with some of the classics he's written – *Blitz 2000*, *Sceptre of Baghdad* and *Treasure Isle*. More details on this as we get them.

A dream come true

Those of us who remember Dave Golder's contribution to the mag will remember pages crammed with various science fiction images. Since leaving Commodore Format, Dave's worked in various places in the magazine world, before settling down to create SFX, a brand spanking new (and utterly excellent) sci-fi mag for fans of the genre everywhere, stuffed with news of books, films, television and even the odd computer game. At only £3, we seriously recommend you take a peek.

Commodore Format
Future Publishing,
30 Monmouth Street, Bath,
Avon BA1 2BW
☎ 01225 442244
Fax 01225 446019
E-mail cf@futurenet.co.uk

NOTE: Please do not ring the office for advice. As we can only answer your questions through the pages of the magazine. There's no reason, it's just a little game we play. Please send written enquiries to the address above.

Editor Simon Forrester
Art Editor Kevin 'the Crayon' Hibbert
Contributors: Jason Finch, Mark and Paul Kubiszyn, Andy Roberts, and Andy Tarski.
Ad Sales Executive Rob Bennett
Publisher Simon Stansfield
Joint Managing Director Greg Ingham
Chairman Nick Alexander
Production Jayne Owen
Ad Design Cherry Coad
Circulation Manager Jon Bickley

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Batman Forever!

Released on June 16th, *Batman Forever* will be the batman film to end all batman films. To promote the film electronically, Warner Bros have set up a web site devoted to the film at http://www.batman forever.com/.

Packed with artwork, information and schedules for the film, it's definitely worth a visit – you can wander around Gotham City, visiting the gallery, the post office (to send messages to the film's actors), the cinema (to see trailers of the film) and even the batcave itself, to scope out some of the cape crusader's kit.

Virtually here

Though many of use secretly want (or already own) newer entertainment machines like the Jaguar, there are limits to just how far you can take home entertainment. Leicester's Virtuality Group have finished development on a virtual reality helmet to run specifically with Atari's latest launch into the home entertainment market.

The fact that in Britain we'll be waiting until the spring for the unit, keeping us a quarter behind the US who'll be getting one for Christmas, isn't that much of a shame – from the look of the picture, there couldn't be a worst social embarrassment than being caught with a plastic shark face strapped to your head. Still, Atari are claiming the unit works well, tracking the player's head's movement with only a 4ms delay. We wait with baited breath, though those who really can't wait can get a taste of virtual reality, as featured in issue 47 onwards. So who said we weren't up to the minute, anyway?

If anyone can think of a cunning system to produce virtual reality on the humble old C64, I personally will resign.

Thanks to the internet, you can now explore Gotham City on your C64.

End of an era

At the risk of ending on a downpoint, we'd like a minute's silence to mourn the loss of our sister magazine, Amstrad Action. Started behind a garage in Somerset, it was the first in a long line of magazines by Future Publishing. In its time it saw off every other competing mag (Amtix, Amstrad Computer User, CPC Attack, CPC User and Computing With The Amstrad to name but a few), and outlived many other 16-bit and console titles.

Most of the staff of CF (and a lot of other titles) have worked on Amstrad Action at some point, and it'll be a great loss to us all.

So – over nine years of service to its loyal readers, the inventors of the covertape, and renowned as a training school for journalists. If only other magazines could claim the same kind of revolutionary record.

In response to the closure there have been rumours of the death of this fine magazine, which have been greatly exaggerated. We'd like to put paid to right now – CF has life left in it, as hopefully this month's issue shows. If you keep using your C64 (and, of course, shelling out £3.25 a month), you'll always have a magazine to read.

C64 Scene directory

Clubs

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5 Crane Avenue, Yaxley, Peterborough, Cambs PE7 3JH

GEOSCLUB
Frank Cassidy, 55 High Bank Road, Droylesden, Manchester M35 6FS

ICPUG
45 Brookscroft, Linton Glade, Croydon, Surrey CR0 9NA

SEUCKERS
12 Arthur Avenue, Caister-on-Sea, Great Yarmouth, Norfolk NR30 5PQ

SIMULATION CLUB
S Allen, 21 John Shepoy Street, Hyde, SK14 4HN

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Fanzines

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8BIT
✉ Harrowden, 39 High Street, Sutton-in-the-Isle, Ely, Cambs CB6 2RA
☎ 01353 777006

SIXTY FOUR
✉ c/o LS Bebbington, 348 Station Road, Winsford, Cheshire CW7 3DG
☎ 01606 861647

Indie Software Companies

COMMODORE 64 SOFTWARE HIRE CLUB
✉ C Statham, 3 Briarbank Ave, Porchester Lodge Estate, Nottingham NG3 6JU.

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✉ 917b Brighton Road, Purley, Surrey CR8 2BP ☎/fax081 668 7595

SQUIRM SOFTWARE
✉ c/o Stephen Renehan, 1 Prince Arthur Terrace, Rathmines, Dublin 6, Ireland

VISUALIZE
✉ 9 De Grey Road, King's Lynn, Norfolk PE30 4PH ☎ 01553 760012

XL.C.US INC M&P
✉ 21 Stockwell Road, Milton Malsor, Northampton NN7 3AN

WWW resources

COMMODORE FORMAT
http://www.futurenet.co.uk/computing/commodoreformat.html

C64 WWW PAGE
http://www.hut.fi:81/~msmakela/cbm/

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WIZARD GAMES
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PD Libraries

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✉ 34 Portland Road, Droitwich, Worcs WR9 7QW
☎ 01905 779274

ELECTRIC BOYS PD (D)
✉ 917B Brighton Road, Purley, Surrey CR8 2BP ☎/fax 0181 668 7595

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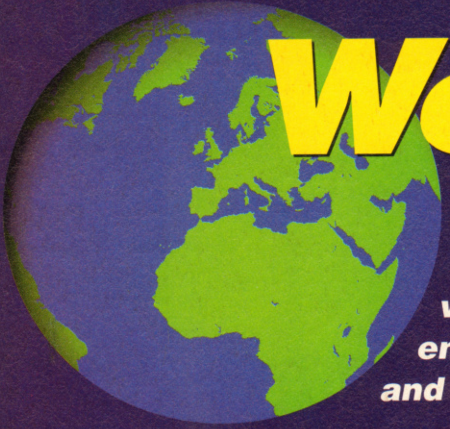


World Party!

If you thought the C64 was unique to the western world, you're sadly mistaken. The machine we know and love is in use all over the

You've been a naughty boy...

The fact that Commodore are an American-based company means that C64s have found their way into most aspects of society across the pond. The people who've been shouting about its capabilities as a business machine can finally feel vindicated, as Oklahoma's newest minimum security correctional centre is run financially by a C64. The centre's business manager is said to have chosen the machine over a PC because it offered a more cost effective way of managing the 3.4 million US dollars the facility needs per year. The prisoners, in case you were wondering, don't get to play *Mayhem* – that's punishment enough.

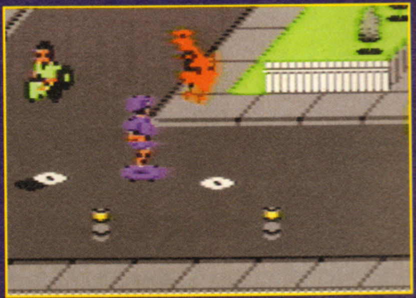
***Luna Jailbreak* is one of the games they spend a lot of time playing in Oklahoma...**

Down under

You can feel perfectly justified in feeling sorry for Australians – they get CF nearly a month after you do, by which time the ads have been answered, the competitions have been won, and the hot news is only lukewarm.

Despite Commodore's relative ignorance to the needs of our antipodean friends, the C64 has already infiltrated everyday life to the extent that civil servants have been using them for their word processing and spreadsheet abilities. Though recently the PC and Macintosh have replaced their ancestors, many an hour of government time has been spent in *Mini Office 2*.

And, of course, only the blind (or those with more discerning viewing habits) won't have noticed the abundance of Commodore's babies littering the many mindless soaps that Australian TV companies insist on exporting.



***Neighbours* was bad enough on TV, but someone saw fit to make it a C64 game – gah.**

We're Finnished

If you turn to page 12 of this month's issue, you'll find the history of an anomaly of the PD world, the demo. Despite the furiously active PD scene in Britain, the majority of demos come from Europe. This is because, USA aside, the C64 found a home in Germany, Sweden and even the remotest parts of Finland. The demos produced by the groups in these regions are excellent – hordes of teenagers got to grips with machine code, accessing the sound and graphic chips directly to produce the stunning effects you can see and hear if you take the plunge and order a few disks from your local (or favourite) PD library.

No Peking

As you travel around the world, you'll come across obvious differences in the way law is structured in different countries. In China, for instance, there is no real copyright or patent law, and so other people's work and designs can be reproduced with no legal consequences.

It's for this reason that, in China, you won't notice the massive C64 following – the machines they're using, though identical to the standard in terms of chips, memory, speed and software, are physically completely different. There are at least seven different types of C64 available to the Chinese, on which they can run (legally) pirated software with no fear of reproach, and no profits for Commodore (they could go bust, you know).

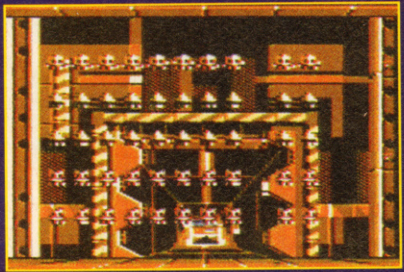
Summer holiday

The Philippines wouldn't be the first place you'd expect to find a C64, though thanks to Escom's purchase of Commodore, paradise is about to be flooded with them – they're basing their new assembly lines on the islands, geared up to produce a new wave of C64's that'll find their way into yet more nooks and crannies the world over.

Out of this world

As well as dominating the surface of the globe, key components of the C64 have already made their way into space, courtesy of the North American Space Authority. Most of the major projects they've undertaken have had computer systems based on 6502 technology. Why?

Well, when you're trusting the lives of an immediate crew to a computer, it makes sense to use a processor that's been extensively tested beforehand. Though it would have been easy to design and test a chip specifically for spacebound missions, the 6502 had been in major mainstream use for several years and the professional programmers involved already had a complete knowledge of the system. It's for this reason that the C64's central processor, complete with address and data bus, has been orbiting the globe in shuttles, weather satellites and the Hubble for years now.



***Super Space Invaders* – this isn't exactly what I had in mind when I mentioned NASA...**

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C64/C12
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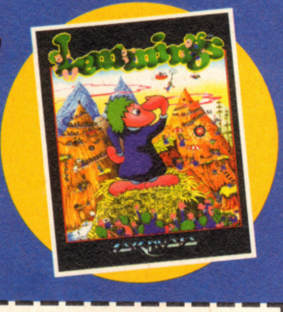
Top Lemmings action!



Please send me…

Lemmings (CFLEM) £9.99 ☐
I want it: on disc* ☐ on cassette* ☐
(*Please tick as applicable)
Tick here if you are adding £4 for overseas p&p ☐

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Top Lemmings Action!

Cast your minds way back through the mists of time, all the way to issue 57 *(blimey – a long time, huh? ed).* We gave you the chance to buy *Lemmings* at a knocked down price, and you loved it.

In fact, the demand was so great we had to send Roger out to find us some more copies to sell. Thankfully, he managed to come up with a few extra bundles, but only a few, mind – the stocks will have dried again before long, so grab yours while you can.

That's right, *Lemmings* – for only £9.99 you could get your hands on the classic Psygnosis puzzler that's been an influence on every other game since (even *Walkerz,* reviewed this ish). Just fill in the form and send £9.99 off to the address shown, and you'll have your very own copy before you can say "watch the steeeaaaaaargh!".

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£19.99 inc P&P

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The C64/C128 printer interface is designed so that you can connect almost any parallel/centronics (IBM compatible) printer to your C64/C128 computer. Complete interface with lead and full instructions:- £29.99 inc P&P

COMMODORE SUPPLIES

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If you'd like to reach thousands of customers through the pages of the world's biggest and brightest C64 magazine, call Rob Bennet on (01225) 442244 now.

Escom speak!

Last month, CF was bubbling over with news of Escom, the German company planning to mass-produce the C64 again. We sent our roving reporter to their Frankfurt press conference at the end of May to find out just what's going on...

The C64 returns to champion East European markets.

ESCOM
C
DELIVERY SERVICE

When Escom first announced their decision to revive the C64, no-one could really see how they were going to do it – the assembly lines stopped rolling several years ago, and will not be all that easy to start up again. A member of the executive board, Bernard van Tienan, addressing the crowd that had gathered in Frankfurt to learn more about his company's plans, seemed confident when speaking of the entire Commodore range:

"Commodore will offer its retailers and distributors a full range of sales and marketing support, including a Europe-wide training programme for distributors and sales staff, to promote a high level of technical and product knowledge that will equip them to deliver the best advice to customers. Good after sales service is equally vital to Commodore's customers. As part of out philosophy to make things as easy as possible for them, we will introduce a range of service options."

"In summary, ladies and gentlemen, we will provide clear channels of distribution for Commodore and with them an unrivalled package of price, support and service. We will make a success of the still strong Commodore and Amiga brands."

Manfred Schmidt, the chairman of the executive board of Escom, also seemed very happy with the scheme:

"In New York *(where the company was actually bought – ed)*, we also took over another well known brand – Commodore. All of you surely remember the good old Commodore 64 and its tremendous success in the early eighties. It is still a famous episode in the home computer history that could be compared to the Volkswagen Beetle. A recent study made by the German economic magazine DM reveals that the name Commodore still has very high recognition."

"We want to use all available and appropriate distribution channels both for Commodore and Amiga: specialized retail stores, warehouses and mail order services. The Escom subsidiaries are only one of many possibilities. Ladies and gentlemen, we are convinced that Escom, Commodore and Amiga will become a success story."

We certainly hope so.

The right channels

The new, German based Commodore have spent a lot of time and effort planning the channels of distribution for their range. Though the controlling offices are based in and around Germany, the manufacturing plants sit as far afield as USA and the Far East, where tax and excise policies have always made production cost effective.

Once the computers have been built, their distribution and marketing will be controlled from the Netherlands, where Commodore was traditionally based. From here, the machines will be sold across Europe, the majority of the C64 sales being concentrated in Eastern Europe where the machine is set to become the precursor to the Amiga for the millions of potential home computer users out there.

A quick recap

If you missed last month's issue, you'll probably be very confused as to exactly what's going on. Here, for your reading pleasure, is a potted version of recent events.

Though Commodore have been immensely successful in putting both the C64 and Amiga at the front of the home computer market at different times in the history of home computing, the present-day market hasn't been as kind to the American computer giant as they would have liked. 1988's profit of $55m dropped steadily over the next five years, until 1993 saw the company announce a $356m loss. Despite the bad trading, it came as a surprise to everyone when, on 19th April 1994, the company went into liquidation.

For a year, the media deliberated over who'd buy the company and revive the still potentially successful Commodore range until, on 20th April 1995, Escom stepped forward with the money at the auction in New York. They planned to produce a new range of the popular Amiga brand, and restart the manufacture of C64s for sale in Eastern Europe.

THE MIGHTY BRAIN

"Life as a brain can be tough, but at least no-one just wants you for your body", reflects CF's very own collection of independent neurons as he tucks into this month's mail.

Skool's out

I have a suggestion – why not make your magazine shorter and fatter, the advantage being that you could take it along to work or school, or carry it on the train without having your fingers up other people's noses trying to hold up huge sheets of paper. Students would be able to conceal them amongst their school books, to avoid being caught.

John Cartwright,
Victoria, Australia

What an excellent idea! We've now make CF the perfect size to fit snugly inside a physics textbook, relieving anyone who still has to endure lessons on potential difference, Van de Graf, etc. We could singularly responsible for the large amount of students not passing exams. Hell – we probably already are. **TMB**

Cut out and keep

Why don't you design the mag so we can take pages out of it and store them in files and binders, without ruining the things on the other side? Normally, each page has something on the other side, so whenever you store something, you ruin something else.

PS I have arthritis.

Einstein and Brain,
Cyprus

Hmm… If we were to leave the other side of every page blank, we'd be flooded by letters complaining that there was less in the mag (which'd certainly be a new thing, yes). Why don't you just photocopy the pages you want and file them, keeping the mag in the original, pristine condition in which we print it?

PS An extensive search of my massive knowledge tells me that the old wife's tale of wearing copper armbands was surprisingly effective. If you had arms, that is. **TMB**

Short cuts

If you're a brain in a jar, how do you write answers to letters?

A Fielding, Surrey

You'd be surprised what you get up to once you've mastered breast stroke. TMB

I think it's about time you owned up – who answers these letters?

P Ollerenshaw, Bristol

Me. I do. I'm the Mighty Brain, you see. That's why they call this page The Mighty Brain. TMB

Subscriptions

My newsagent no longer stocks Commodore Format for some completely inexplicable reason, seeing as I definitely want to buy it. Is it possible to subscribe?

Lots of people,
Everywhere

Unfortunately, we can no longer offer subscriptions to this fine mag of ours, for reasons people in suits only mumble behind closed doors. If you're desperate for your regular dose of C64 action (and why shouldn't you be?), you can do one of a few simple things:

1 – Go into your newsagent's and beat him soundly around the head, before asking him to order a copy of Commodore Format especially for you. Tell him that if he doesn't ring (01225) 442244 and ask for circulation, you'll set Simon onto him.

2 – Buy your CF from WHSmiths, as they'll nearly always have copies available.

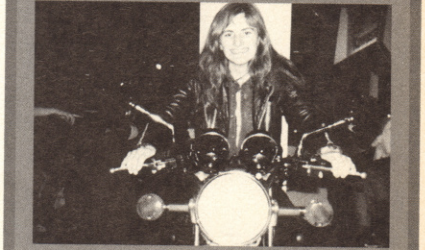
3 – Cry, bang your fists on the floor, and hold your local MP to ransom once a month to ensure you get your copy of CF regularly.

4 – We were only joking about number three, by the way. Oh, and the violent part of one. **TMB**

'Roger? Can you hear us?

Just recently, we've had a lot of questions about what exactly did happen to Roger Frames. He wanted us to keep this quiet, but there's only so much a brain can stand. Having escaped from the French jail using only his cunning, wits and a bulldozer, Roger returned briefly to Bath to call on a few old friends.

He was last reported zipping across the Badlands on a cool bike with Clur clutching tightly behind, but we haven't heard anything from him personally. Are you out there, Roger?



Clur, choosing the wheels for Roger.

Copy, right?

I thought I'd write and ask a few questions:

1 Does the Guild/Binary Zone stock the game *Zork*? I got a demo with Zzapp 64 and it was rather good.

2 Are you more intelligent than Marvin the paranoid android from *The Hitchhikers Guide to the Galaxy*?

3 How many people buy CF each month?

4 Are Codemasters planning any new *Dizzy* games? I liked the last ones, but it's been a while since they've released any.

Graham Willighan
Co Antrim, N Ireland

And I figured I may as well reply…

1 I should hope not – *Zork* is a commercial game, and stocking it as PD would be breaking the law. If you break the law, you grow up lonely and unloved, probably in jail.

2 Pah – a brain the size of a planet? He didn't tell you which planet, did he? How do you think it fitted inside his head? Besides, he didn't even know the true meaning of life – what an idiot.

3 Ooh, lots.

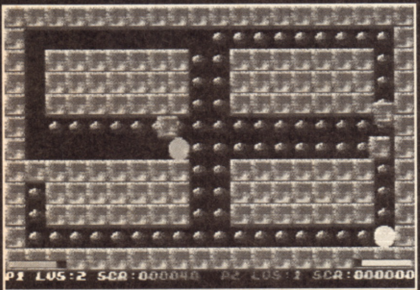
4 Mercifully, no. If they did, we'd send Roger 'round to hurt them. The Codies are currently working on next generation titles. **TMB**

Diary of a game

Could it be the best thing since sliced bread? The brothers Kubiszyn get down to work once more, unaware of the nation watching them...

This month we start a new diary feature describing the pleasure and pain of writing a covertape game, with the help of our regular covertape game designer Paul Kubiszyn, and his brother Mark. Paul and Mark used to write under the label M&P Software, and produced the original *SquareScape* and *Amorphous*, before Paul decided to form XL.C.US Software, which has since thrown out seven more titles including *MegaForce*, *SquareScape 2*, *Colouration*, and the recent *Capture*.

We follow the lads in their first month of action, when the initial idea, style and scenario begin to take shape before our very eyes.

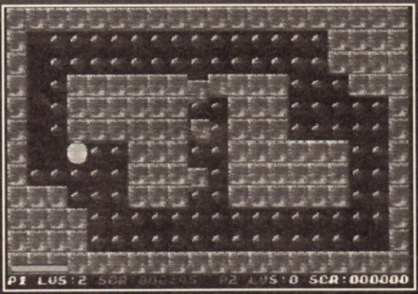


As you can see, the Super Pac Twins themselves haven't been designed yet.

Week 1: Paul

Actively trying to think of a game idea is a bad idea – good plans just pop into your head one day when you least expect it, and can't be formed in any other way. So why, then, with this in mind did, we sit down and spend a whole week discussing ideas? Search me.

We started by digging out some of our old games, which in turn inspired me to put a catalogue together and start selling them, so if you want a copy send an SAE to 21 Stockwell Road, Milton Malsor, Northampton, NN7 3AN. Anyway, we found a couple of titles: *Pacman*, *Pipemania*, *Bombuzal* and *Bombjack*, and found ourselves playing them for about two days, after which the only conclusion we could come to was that there had never been an updated version of *Pacman* for the C64 (you try thinking coherently after two days of *Bombjack*). We had the idea now, so now we had to look at *Pacman* and determine exactly what we should add (you'll find out later).



As you can see, the classic Pacman rules apply, with pills, walls, and (gasp!) a Pacman.

Week 2: Paul

Probably the most difficult part of a large coding job is knowing where to begin. Our game was no exception, but an easy way to get around this problem is to waste time creating a flow chart of the game's processes. Eventually, I started on the section of the program that has to decrunch the layout of the current level and display it on screen. It was at this point, incidentally, that Mark hit upon the name *Super Pac Twins*.

The quickest way to come up with the decrunch and display routine would be to use the code I created in *SquareScape 2*, after modifying it to handle the obvious differences between the covertape puzzler and our new *Pac* game. The first big difference was that *SPT* will have 100 levels, and so the constraints of memory would take some extra programming to overcome.

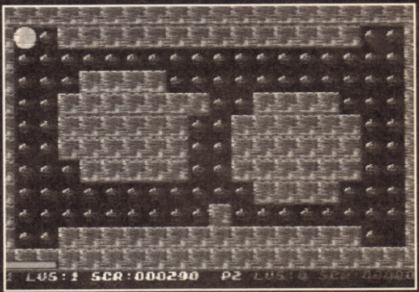
This, as well as the other coding work, takes place in *Turbo Assembler*, my tool of choice for writing machine code on the C64. In case you were wondering, it's always a good idea to keep your own source code so that, in cases like this, you can re-use routines you've already written in new programs with only a bit of modification, as I've done with *SPT*.

The next job was to put these routines together to build a level editor, so that Mark could get on with designing the 100 levels that *SPT* will hopefully contain.

Week 3: Mark

My suggestion of 100 levels backfired slightly, as I'm going to have to design them all. This should be a little easier than you'd think, as Paul's level editor works well, enabling me to edit a full screen of 2x2 character squares, leaving a single line free across the bottom of the screen to display information such as the player's score and lives in the finished game, and other information in the editor.

The editor works with both multi-coloured and hi-res characters, giving us a good range of colours to play with. My job is to design test levels first, so that Paul can get on with writing the main game without having to wait for the full set of levels from me – he's got enough on his plate making sure the code he's writing works around the kind of levels I'm designing.



Obviously, the finished levels will contain a fair bit more that this, though.

Week 4: Paul

And so finally, I begin work on what will eventually be the main game's code. The first section to incorporate is the level decrunch and display routines, as these form the backdrop on which our characters will move. From this point on, most of the code will be fairly original work, as it's specific to this particular game.

The rest of the week was spent creating the initialisation code to set up the screen with the correct stats in the right places, and coming up with more ideas about what will make our revival of the classic arcade game that bit more special.

NEXT MONTH

As well as revealing the *Super Pac Twins* themselves, Paul writes the code that gets them running around the screen. The boys reckon they've come up with a character as cute as *Mayhem* – we'll just have to wait and see...

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Let's take a look at yet more fanzines aspiring to steal all our readers and put us out of business. And we give them publicity? When was the last time someone reviewed Commodore Format, eh? Words fail me...

Computer Scene

75p • R Bowen

35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

Issue one of Richard Bowen's new fanzine looks promising, to say the least. The 12 pages of black and white A4 littered with strange, futuristic drawings hold charts, useful contacts, several reviews of old games, and even puzzles to help you pass away the time.

Like many other fanzines, Scene suffers from the "5 words on a page" syndrome – for some reason the writers either never have the time or feel competent enough to fill a page to bursting with words, instead going for large amounts of white space and elaborate borders on boxes. This is a shame, as what the author has to say is potentially very readable. The retro-reviews speak of a love for games both old and new, though once again the lack of text gets in the way.

For only 75p, it'd be hard to feel ripped off by even the smallest of fanzines, but if Scene wants to keep up with the competition, it's going to have to say quite a lot more than it does now. Hopefully the second issue will look a little less sparse, as Scene definitely has promise. It's only a pity this didn't show through the first time around.

Rating: 3/5

COMPUTER SCENE

RICHARD BOWEN
PRESENTS

Contents

EDITORIAL
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64

Computer Scene is full of well-drawn, atmospheric pieces of incidental artwork.

Commodore Cracker

£1.60 • Brian Turner

46a Kent Avenue, Ashford, Kent, TN24 8NQ

Now Commodore Cracker is a completely different kettle of fish to Scene. Its 24 A5 pages are filled with as much copy as can be fitted on the page, albeit in a relatively large font. What few gaps are left are filled with hand-drawn illustrations and hand-written headlines, a typewriter only making one font available to the author.

Containing just about everything a fanzine should, Cracker's full of letters, retro game reviews, occasional previews (nothing too new), listings and Action Replay codes. If anything, criticisms have to be levelled at the general look and written feel of Cracker – pages tend to look either overcrowded or untidy, something that isn't helped by some of the artwork.

Having said that, Cracker contains a lot of information. It may not be presented in the clearest, most professional style, but it's a classic example of a fanzine produced by a Commodore fan. The inclusion of a covertape containing PD games and type-ins *(so why, if they're called 'type-ins', have they already been typed in? – ed)* will definitely add appeal for some. All in all, this is one for our younger audience.

Rating: 3/5

The Ultimate Commodore Diskzine

Paul Cresham

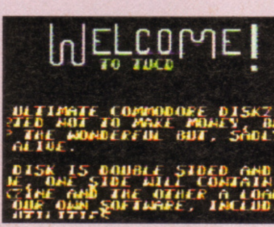
61 Inverary Road, Wroughton,
Swindon, Wiltshire, SN4 9DL

Diskzines have always been the ideal way to publish fan work on a computer – they require very little time with photocopiers and staplers, and can be duplicated easily and at will. They also open up exciting possibilities not available with paper, such as bundled software or animated displays. TUCD has a lot of potential.

On loading the package, you'll instantly get the impression that a great deal of these possibilities haven't been fully explored. The main menu boasts eight options, each leading to their own pages. For the sheer amount of data you can fit on a disk, TUCD contains surprisingly little text – each article is a series of flick screens, each containing a few hundred words at most. This could be due to the lack of material that launch issues sometimes suffer, but there's always something you could write about. The capabilities of the C64 have been largely ignored, as there are very few graphics, tunes, sound effects or interactive sequences – flick through the text, or don't.

The magazine contains the usual blend of news, reviews, with a few pieces of software on the disk. Providing the diskzine's authors come up with a little more per issue, we should be seeing good issues of TUCD to come. Note the future tense.

Rating: 2/5



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WELCOME!
TO TUCD

ULTIMATE COMMODORE DISKZIN
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ALIVE.

DISK IS DOUBLE SIDED AND,
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OUR OWN SOFTWARE, INCLUDIN
UTILITIES
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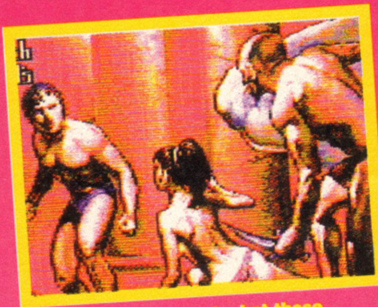
As you can see, the text involved is all fairly chunky.

TUCD
ISSUE 1 - MAY 1995

Select one of the eight sections to view. Or don't.

THE HISTORY OF DEMOS

Demos are perhaps the most important aspect of Public Domain, indeed PD is synonymous with demos. In fact, it's fair to say that the whole PD explosion, (even on the Amiga, Atari ST, and PC) owes a great debt to the humble C64 demo. Incredulous? You won't be.



Try not to think about what these people get up to in their spare time.

As far back as 1984, even before the whole C64 software industry had even found its footing, games were pirated and illegally distributed. Programmers took great delight in trying to 'crack' new games and release them, some with 'trainer' modes offering infinite lives cheats and the like. Some even went to the extent of putting small text screens at the start of the game to advertise their skill and mock their rivals. The 'cracked' game was born.

It wasn't long before those simple text screens metamorphosed into small introductory sequences (or intros), comprising of addition graphics or logos, scrolling messages, and even music. As game technology progressed (along with copy protection), the hackers had to try harder – they even began to learn a thing or two. Now it wasn't merely a case of just cracking a game; hackers wanted to discover new tricks to make their intros more impressive and their opponents weep with ineptitude. Some of today's more basic effects, such as multicolour logos, colour manipulation, and even the ubiquitous *(and increasingly dull – ed)* scrolling message, began their lives in these intros.

Demo-graphic trends

In 1985, the Compunet scene began to grow and programmers used this as a theatre for their skills. Even though piracy was frowned upon some hackers insisted on uploading their intros for all to see... This lead, inexorably, to the birth of the demo. New techniques, fresh enthusiasm and people who actually wanted to learn from others lead to stand-alone demos which were, effectively, a big intro without the cracked game behind it.

Blimey!
Lawks!

Unfortunately, I'm as fond of complaints as the coders are of clothed women.

The freedom and popularity of Compunet allowed programmers to analyse other people's work, and, if possible, improve on it. Creating a demo became a competition almost, and many new techniques were born; Sodan, the infamous cracker, was the first to discover the technique of putting sprites in the border (although avid Cnet users Jeff Minter and Tony Crowther were the first to use it in commercial software). This was followed soon after by the 1001 Crew, who managed to get rid of the C64s borders completely.

Frantic developments also allowed graphic artists to get their work into the public eye, as graphic spectaculars and slideshows were created. Indeed a whole generation of potential games-creating talent was being systematically 'self-taught' by the ensuing revolution. Many Cnetters went on to produce games – pretty damn good ones, too.

Towards the end of the 1980s, the C64 demo scene reached it's peak, until the popularity of Compunet faded and the talent moved on to bigger and better machines... Taking the demo culture with them. However, a fresh generation of C64 users was ready to take their place, and the 1990s has seen a slow but steady increase in the variety of effects that the C64 can produce. More has been squeezed out of the beige bread bin than Commodore would have ever dreamt of, and to this day the amazing effects keep on coming.

The top PD libraries

There are roughly a dozen sources of PD software in the UK, but the following libraries represent the best of the current crop. If you'd like to know who they are, how they got started, and what their best PD programs are, read on. If you'd like to contact them, you can find all their details in the directory on page five.

Binary Zone PD

Binary Zone is run by Jason 'Kenz' Mackenzie, and was originally set up in 1989 (Jason had been involved with another PD library before starting his own). Membership stands at in excess of 4000 people, from more than 20 different countries

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3. Brutal 3
4. Graphix
5. Red Sto

Top 5

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2. Utilities
3. 'Small C
(BZU013)
4. PD Gam
(BZG001)
5. Disk Ma
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25 things you never knew about PD

Trivia magnets might like to tuck into this scrumptious pile of facts, snippets, and tasty morsels of gossip from deep within the PD scene.

1 Compunet was the C64's equivalent of the Internet, and was a spawning ground for dozens of talented programmers, artists, and musicians

2 Graphics, loading screens, and music from games were often uploaded on to Compunet – Ocean welcomed the publicity, but Firebird prohibited it.

3 Erstwhile Compunet chaps Hugh Binns and Mat Sneap now run the highly successful games company Eurocom, developing console titles.

4 Britain's first established PD Library was Wicked PD, run by Ian and Mic (creators of *Mission Monday*, among other games).

5 Britain's second PD library was Binary Zone PD, the proprietor of which, Jason Mackenzie, used to produce Wicked PD's catalogues.

6 Perhaps the most prolific demo writers were Ash and Dave, who produced dozens and dozens of demos, slideshows, and music collections.

7 Ash and Dave later went on to write *Slicks* for Codemasters, as well as a string of games for the Sega Game Gear console.

8 The legendary duo Ratt and Ben later went on to form WE MUSIC, and were responsible for countless C64 game tunes.

9 In recent times, the most popular demo was *Dutch Breeze*, the last decent release from the acclaimed Blackmail group.

10 Although PD has its roots firmly in the UK, more demos have appeared from western Europe than anywhere else in the world.

11 Even though he isn't credited under his usual title, the samples in the recent Digital Messiah demo were actually produced by Cycleburner.

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programs,

around the world. The current range has well over 300 discs, as well as 18 huge tape compilations. There are also four audio cassettes, which feature the best PD music from both the Amiga and C64.

Binary Zone PD stocks a myriad of classic graphic and music demos, a great selection of popular utility discs and a host of PD games compilations. In addition, Binary Zone is also home to The Guild, Psytronic Software, and the forthcoming *Commodore Zone* fanzine.

To receive the latest catalogue send two first class stamps.

Demos tend to be full of cultural references, too. This one is quite obviously Australian.

Top 5 demo discs

1. Dutch Breeze. (BZD200)
2. Legoland. (BZD178)
3. Brutal 3. (BZD107)
4. Graphixmania 2.(BZD188)
5. Red Storm. (BZD225)

Top 5 serious discs

1. Demo Makers Disc.(BZU003)
2. Utilities Disc 4.(BZU009)
3. 'Small Change' Utils. (BZU013)
4. PD Games Disk 1. (BZG001)
5. Disk Magazines #1. (MAG001)

"I say, my dear fellow – you wouldn't happen to have a match, would you?"

Megatronix Software

Megatronix have been established for around four years, but started life as Pensnett PD (remember them?). In early 1994, however, proprietor, Dean Kelly, decided to change names to boost the company's profile... Megatronix was born.

The current Megatronix range consists of hundreds and hundreds of discs, along with a number of cassette compilations, too – lots of Megatronix' best software has been transferred to tape, to the joy of all those who didn't have disc drives and so simply had to watch from the sides.

Two new projects in the pipeline from Megatronix come in the form of *Loadstar* (a disc-based magazine), and *Diehard* (a traditional paper magazine). Both come from the States, and are reputed to be very good indeed. Send an SAE and a blank disc for latest catalogue.

Top 5 demo discs

1. Jerkland II.
2. Red Storm.
3. Brutality.
4. World of Code 1 & 2
5. Comalight 12.

Top 5 serious discs

1. Fresh Utilities
2. Acid Utilities
3. Typing Tutor Disk
4. Computer Tutor Disk
5. Honky Tonk Utility Collection

PLPD

Parallel Logic PD originally started as a software company, when Philip Boyce and a partner released *The Time Crystal* in 1993. After Boyce and his partner parted company he persuaded four chums to buy C64s, and they began to produce their own PD software. Setting up a PD library to distribute this was the next obvious step.

Send an SAE and disc for the latest catalogue.

Top 5 serious discs

1. Get Serious Part 1 (D1/010)
2. Intro Designer II
3. Get Serious Part 2 (S1/017)
4. Get Serious Part 3 (S1/020)
5. Get Serious Part 4 (S1/019)

Top 5 demo discs

1. Dutch Breeze (D1/026)
2. Wonderland (S1/022)
3. Mini-Mega-Demos (S1/033)
4. Shared Space (S1/042)
5. Tower Power (S1/002)

UTOPIA

PD Utopia has been running for some three years, attended to by Paul Donnelly on a part-time basis. It started off originally as a hobby, but like all small things it grew into something much bigger. The member status is around the 1000 mark, and the library itself consists of well over 300 discs.

Even though the library doesn't stock tape software, which is a little unusual in these liberated times, that by no means tarnishes the company. As an extra incentive for *CF* readers, you can pick up Utopia's top ten demos for only £13.50.

Once again, send an SAE and a blank disc for their latest catalogue.

Top 10 demo discs

1. Spasmolytic.
2. Lunacy 7.
3. Torture III.
4. Wonderland X.
5. Tower Power.
6. Visuality III.
7. Galway Collection.
8. Spiritual Dreams.
9. Unpleasant Ways to Die.
10. Prometheus Unbound.

12 Alf Yngve, who has produced countless SEUCK games, is a talented comic-book artist and now works for Norwegian software giant Funcom.

13 Charles Deenen, who founded the Maniacs of Noise team with fellow musician Jeroen Tel, now works in America for Interplay.

14 Popular programming personality Jeff Minter has an active involvement with the Amiga and ST PD scene, as most of his games appear as shareware on the platforms.

15 There are more public domain programs, demos, and utilities available for the C64 than commercial games releases.

16 The Shoot 'Em Up Construction Kit has spawned more PD games than any other game creation utility.

17 Top C64 artist and musician Hein Holt also provided the tunes for the Amiga shoot-'em-up *Disposable Hero* (written by the Boys without Brains).

18 Hundreds of classic C64 tunes from various PD sources can now be found on the Amiga, thanks to a nifty utility called PlaySid.

19 The creators of the platform game *Heavenbound* actually got their inspiration from their PD demo called (though no-one knows why) Mcgottifant.

20 The effects produced in Amiga 500 demos have been successfully replicated on the C64, including stencil vectors, garaud shading, ray-tracing, plasma, and texture mapping. It's not the chip, you see, it's the program.

21 The C64 group Computer World based their name on the ancient track by top techno gurus Kraftwerk.

22 The introduction sequence for the *Tales of Mystery* demo is actually based heavily on the classic Amiga hack-'em-up-Moonstone.

23 Although most computer magazines have regular PD sections, Public Domain (launched by Future) was the only dedicated PD magazine.

24 The highest rated demo in *Commodore Format* was the superlative mega-demo *Tower Power,* which received an enormous 98%.

25 Although *CF*'s PD section has been written by several different people, perhaps the most charming and charismatic was Andy Roberts (*do you really expect people to believe that? Readers, send your 'sexiest CF writer' votes in to the usual address – Ed*).

TECHIE TIPS

Jason Finch withstands another barrage of your highly technical problems, taking on graphics, Quick Data Drives, and interrupts that just don't know when to quit.

Graphics muse

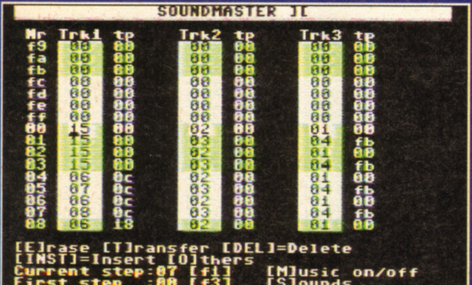
1 – I've been writing music on the Commodore 64 for a while now. What I would like to know is how you combine a musical score with a graphic display; not necessarily an animated one, though that would be very interesting. For example, on the CF53 disk, I think, there was a great soundtrack and a tunnel effect graphic that changed colour. This was the disk loader. I'm not really graphically minded but tell me please how it is done.

2 – I want to write a soundtrack, add graphics, but instead of having to load the music program used to write the musical score I want to be able to just load up the disk and hear the music and see the graphics without loading the program each time.

David Becktard, Birmingham.

1 – The secret is all about doing things one at a time. If you have a music score and an animated graphic display, you would play one note of the score and animate the graphic by one frame. Then you simply repeat it all over again. Normally on the C64 programmers use a technique known as raster interrupts. The screen display is updated 50 times a second by a line that sweeps from the top to the bottom of the display. This line is known as the raster line and the process involves interrupting the refreshing of the screen, doing something during the interrupt, and then returning to make up the rest of the screen. Most music players are written so that if a routine is called every time the raster scans the screen – 50 times a second – then the music plays perfectly. So it's one note, one frame, another note, another frame, etc…

2 – For this you require a music player. There should be a routine or short program given with the music package that acts as a stand-alone player. If not, then it would be difficult to write a player without knowing how the music is stored.



```
                 SOUNDMASTER II
  Nr  Trk1  tp      Trk2  tp      Trk3  tp
  f9   00   00       00   00       00   00
  fa   00   00       00   00       00   00
  fb   00   00       00   00       00   00
  fc   00   00       00   00       00   00
  fd   00   00       00   00       00   00
  fe   00   00       00   00       00   00
  ff   00   00       00   00       00   00
  00   15   00       02   00       01   00
  01   15   00       03   00       04   fb
  02   15   00       02   00       01   00
  03   15   00       03   00       04   fb
  04   06   0c       02   00       01   00
  05   07   0c       03   00       04   fb
  06   06   0c       02   00       01   00
  07   08   0c       03   00       04   fb
  08   06   18       02   00       01   00
 [E]rase [T]ransfer [DEL]=Delete
 [INST]=Insert [O]thers
 Current step:07 [f1]   [M]usic on/off
 First step  :00 [f3]   [S]ounds
 Last step   :63 [f5]
```

If you haven't already written music with your C64, you ought to give it a try. Issue 57 shows you how.

Tape bypass

I recently purchased a Quick Data Drive which has a socket for the Datassette unit. My problem is that when I try to load a tape the keys on the Datassette are inoperative and only the QDD works. Is there a code number or something that I could use to save lots of unplugging? I would be very grateful for any help in this matter.

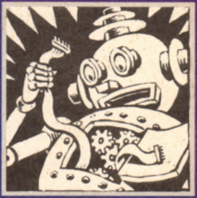
H.J.Smith, Basildon.

This could be to do with a problem that the QDD has in routing the voltage required to run the tape motor. It's fairly easy to control the tape motor from software, as the program below shows. Type it in, run it, and see if it makes any difference to the situation.

```
10 T=PEEK(1)OR32
20 POKE 192,T:POKE 1,T
30 IF (PEEK(1)AND16)<>0 THEN
60
40 PRINT “PRESS STOP ON TAPE”
50 IF (PEEK(1)AND16)=0 THEN60
60 PRINT “SWITCHES OFF”
70 T=PEEK(1)AND223
80 POKE 192,T:POKE 1,T
```

You should find that the tape keys can be used. If not , then your QDD will have to be unplugged each time you wish to access the Datassette.

The video volt



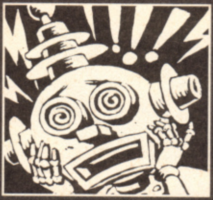
As my mother-in-law now lives in the USA I was going to ask her to buy me some new software. Is there likely to be a problem over the different voltages used to produce disks and tapes when I use them here? I have had video tapes from the USA and they do not play on my video in Britain.

Geoff Sutton, Guildtown

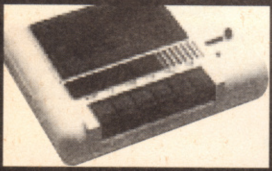
In Britain the power supply is 240 volts at 50Hz. This means that the clock speed of the computer is also 50Hz and everything programmed for the C64 over here is designed on that basis. It means that the screen is updated fifty times a second and therefore that is how often raster interrupts occur. In the USA it's 110 volts at 60Hz. Therefore one clock cycle in the USA is quicker than one clock cycle in Britain. This screws up stuff like raster interrupts but apart from that most things should work. Tapes and disks will certainly load okay, but it depends on the programs themselves as to whether they will work correctly. Video tapes don't work over here because we use the PAL standard and they use NTSC for television and video which have a different number of screen lines, etc.

Some software has problems across the pond, but most programs work wherever you are.

Blankety blank



As a novice to the home computer field, I am writing to you in the hope that you may be able to offer some expertise to a problem I have with my daughter's computer. At Christmas I bought her a new C64 computer with a new Datassette unit and several games. My problem is as follows. The cartridges which came with the computer load without trouble, some tape games load without trouble and play perfectly, some tapes appear to be loading but at the end of the tape the screen becomes multicoloured but the game will not start, some tapes will load and play after many attempts, some tapes cannot find the file and some tapes appear to be completely blank as they get absolutely no reaction from the computer at all. Is the trouble with the computer, the tape recorder or are the tapes not suitable for the computer; they are all new and C64/128 compatible. Any help you could offer would be massively appreciated.



Despite the small problems, they very rarely go wrong.

John Simmons, Stockport.

This sounds like a problem with the tape recorder itself. You can expect cartridges to load okay because they work on an entirely different principle and sort of install themselves directly into memory. However, if tapes work sometimes but not others, it could conceivably be the tape recorder itself. Take a look back at CF55 and CF56 where there was a two part series on maintaining your C64. This gave some information on how to ensure that a tape deck remains active for as long as possible. On the other hand of course it could be the tapes themselves. If individual tapes persistently don't load, it is more likely that it is that particular tape. If a tape works sometimes but not others, your problem is definitely with the tape deck. I hope that gives you some clues as to what to look for.

Assembly line

Having got a back copy of CF45, the one with the 6510 Assembler, I now need information on how to get a simple program going with the assembler as all I get are syntax errors.

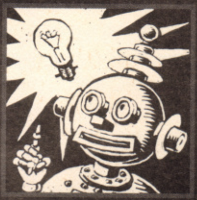
J.J.Sales, Ridge.

The general principles of using an assembler are to write the machine language as a source file, save and assemble it, then execute the machine code with an SYS instruction from BASIC. For example, start up the 6510 Assembler and enter the following just as you would a BASIC program. It is actually a machine language source file so you cannot run it like you would a BASIC program.

```
100 *=49152
110 LDA #5
120 LDX #15
130 LDY #2
140 STA 53280
150 STX 53281
160 STY 646
170 LDA #67
180 JSR $FFD2
190 LDA #70
200 JSR $FFD2
210 RTS
```

Now, give the ASSEMBLE command. You should see the three pass assembly take place. This code is assembled at location 49152 onwards in memory; you can change that value by altering the number after the asterisk in the first line. Now, enter SYS 49152 and watch what occurs. The border should go green, the screen light grey, and the letters "CF" should appear in red. The same technique is used for longer and more complicated programs. Simply remember that the program you type in is a source file and what you need to think about is executing the object code; the machine code that is created by the assembler. This has to be done with SYS and not with RUN.

A real turn off



I am the editor of a new C64 disk fanzine and one of the sections is a graphic display show where there is a graphic picture on the screen plus a piece of music and a scrolltext. The picture is displayed with a short piece of machine language, and the tune loads into $1000-$1FFF. The initialisation routine is at $1000 and the play JMP is at $1003. My problem is not how to get them all running together, but rather how to stop them – SYS 65409 doesn't work. I would be most grateful if you could supply me with a short routine that turns off the tune so that I can load in another picture and music easily.

Adam Wade, Ridleyton, South Africa.

If the music player has an INIT routine at $1000 and a PLAY at $1003, it is very likely that there is a STOP routine at $1006. These are the three standard routines that are supplied as part of a music player. Give a JSR $1006 a whirl and see what happens. If everything crashes or the music doesn't stop then it may be the case that you need to use the INIT routine somehow. You would need to examine the player code to find out. Otherwise you can call three ROM routines to reset everything. One of them is CINT at 65409 which you already mentioned, but you also need to call IOINIT at 65412 and RESTOR at 65418. These three together should reset everything for you. I have supplied a routine below which turns off raster interrupts and everything else. I have shown it assembled at $02A7 which is a convenient free area of memory but you could relocate it anywhere you like within reason.

```
.A 02A7   78          SEI
.A 02A8   A9 31       LDA #$31
.A 02AA   A2 EA       LDX #$EA
.A 02AC   8D 14 03    STA $0314
.A 02AF   8E 15 03    STX $0315
.A 02B2   A9 00       LDA #$00
.A 02B4   8D 19 D0    STA $D019
.A 02B7   8D 1A D0    STA $D01A
.A 02BA   20 A3 FD    JSR $FDA3
.A 02BD   58          CLI
.A 02BE   60          RTS
.A 02BF
```

Pole position

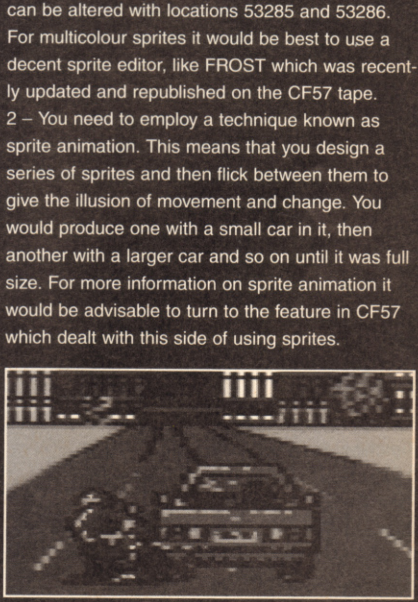
1 – I'm making a car racing game but I don't know how to make a sprite different colours.

2 – How can I make cars look small in the distance, getting larger as I get near to them?

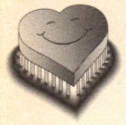
John Corlett, Wagga Wagga, Australia.

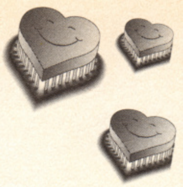
1 – If you want a single sprite to be more than one colour, you need to alter the sprite multicolour register at 53276. This works in exactly the same way as the sprite enable register at 53269. By that I mean if you wanted to make sprite zero multicolour you would do POKE 53276,1 in the same way that POKE 53269,1 would be used to turn sprite zero on. The colour can be altered by changing location 53287, and the two multicolours can be altered with locations 53285 and 53286. For multicolour sprites it would be best to use a decent sprite editor, like FROST which was recently updated and republished on the CF57 tape.

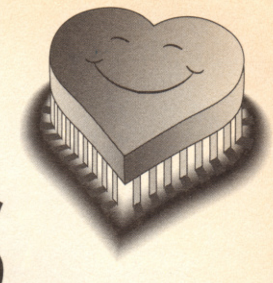
2 – You need to employ a technique known as sprite animation. This means that you design a series of sprites and then flick between them to give the illusion of movement and change. You would produce one with a small car in it, then another with a larger car and so on until it was full size. For more information on sprite animation it would be advisable to turn to the feature in CF57 which dealt with this side of using sprites.



Oh – you missed the turning again. I knew I should never have let you drive.







TRUE ROM-ANTICS

Jason Finch takes a look at a juicy pair of ROM routines that deal with the serial bus and another less juicy pair for sorting out memory.

ACPTR

Routine name: ACPTR
Function: Get a byte from the serial bus
Call address: $FFA5 (65445)

Parameter passing: Accumulator
Prerequisite routines: TALK, TKSA
Error reports: READST
Stack requirements: 13
Registers changed: Accumulator, X index

Description: Last month we looked at LISTEN and TALK – this month's routines follow on from there. If you want to send a secondary address you need TKSA as well. To get information from a device on the serial bus this routine should be called. You only need to call TALK and TKSA once, although ACPTR should be called when required. One byte at a time will be returned in the accumulator. Each time you pull a byte over the serial bus you should store it or use it as subsequent bytes of data will obviously overwrite it.

Example: You have already commanded a serial bus device to talk using the TALK and TKSA routines. Now you want to get eight bytes of information and store them in memory.

```
LDY #5
LOOP JSR ACPTR
STA DATA,Y
DEY
BNE LOOP
```

CIOUT

Routine name: CIOUT
Function: Send a byte over the serial bus
Call address: $FFA8 (65448)

Parameter passing: Accumulator
Prerequisite routines: LISTEN, SECOND
Error reports: READST
Stack requirements: 5
Registers changed: None

Description: The opposite of ACPTR, this routine sends data to devices on the serial bus. Before using this routine you will need to command a device to start receiving information, and that should be done using the LISTEN routine. If a secondary address is to be sent to the device, this should also be done using SECOND before calling CIOUT. You should load the accumulator with the byte of information you wish to send, and then call CIOUT. Only one byte at a time can be sent, although you can set up a loop if you need to. Data bytes are buffered by CIOUT so each byte is only sent when instructed to. When you give an UNLISTEN command, the final buffered character will be sent together with the command to stop receiving, keeping everything tidy.

Example: You have already instructed a device on the serial bus, such as a printer, to start receiving data. Now you want to send the ASCII characters C and F to the serial bus.

```
LDA #67 ;ASCII CODE FOR C
JSR CIOUT
LDA #70 ;ASCII CODE FOR F
JSR CIOUT
```

MEMBOT

Routine name: MEMBOT
Function: Read or set bottom of memory
Call address: $FF9C (65436)

Parameter passing: X and Y index
Prerequisite routines: None
Error reports: None
Stack requirements: None
Registers changed: X and Y index

Description: This routine is used to set the bottom address of the RAM. If the carry flag is set (SEC) when you call the routine, a pointer to the lowest byte of RAM is returned in the X and Y index registers. This is normally $0800 (or 2048 in decimal). If the carry flag is clear (CLC), the values of the X and Y index registers are transferred to the low and high bytes, respectively, of the pointer to the beginning of the RAM. Basically, the routine either reads or sets the values in locations $0281 and $0282 of memory. If you clear the carry flag, the routine simply skips over the LDX $0281 and LDY $0282 instructions and goes straight to the STX and STY equivalents. You could do it directly if you really wanted to.

Example: You want to move the bottom of memory up one page. This is the equivalent of incrementing the high byte by one. You need to read the current position of the bottom of memory and then change the Y index register to the new high byte, before setting the new location.

```
SEC ;SET CARRY TO READ
JSR MEMBOT
INY
CLC ;CLEAR CARRY TO SET
JSR MEMBOT
```

MEMTOP

Routine name: MEMTOP
Function: Read or set top of memory
Call address: $FF99 (65433)

Parameter passing: X and Y index
Prerequisite routines: None
Error reports: None
Stack requirements: None
Registers changed: X and Y index

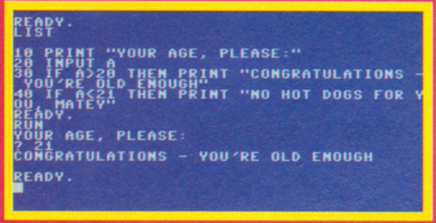
Description: This routine works in exactly the same way as the MEMBOT routine. Normally the highest RAM address is set to $A000 (40960) but you can set this to whatever you like. As with MEMBOT, if you call the routine with the carry flag set, the current address of the top of memory will be set in X and Y. If the carry flag is clear, the contents of the two registers will be transferred into the low and high bytes of the pointer to the top of RAM. Whereas MEMBOT directly affects locations $0281 and $0282, this routine does nothing more than change $0283 and $0284.

Example: You want to move the top of memory down one page by reading the current location, decreasing the high byte of the pointer, and storing the new value back.

```
SEC ; SET CARRY TO READJSR MEM-
TOP
DEY
CLC ;CLEAR CARRY TO SETJSR MEM-
TOP
```

Back to BASICs

In this month's exciting installment of our BASIC tutorial, we're going to take a look at variables, and all the great things you can do with them.



```
READY.
LIST

10 PRINT "YOUR AGE, PLEASE:"
20 INPUT A
30 IF A>20 THEN PRINT "CONGRATULATIONS -
 YOU'RE OLD ENOUGH"
40 IF A<21 THEN PRINT "NO HOT DOGS FOR Y
OU, MATEY"
READY.
RUN
YOUR AGE, PLEASE:
? 21
CONGRATULATIONS - YOU'RE OLD ENOUGH

READY.
```

Last month's program, yesterday.

Last month we took a quick route into the language to demonstrate a few commands straight away. Unfairly, I left you in the dark about what variables were and how they work.

Let's take a look at last month's program:

```
10 PRINT "YOUR AGE, PLEASE:"
20 INPUT A
30 IF A>20 THEN PRINT "CONGRATULATIONS - YOU'RE OLD ENOUGH TO HOLD A HOTDOG STAND OUTSIDE WEMBLEY STADIUM"
40 IF A<21 THEN PRINT "NO HOT DOGS FOR YOU, MATEY"
```

If you look back to last month's explanation, you'll find that the letter A in the above example was a variable used to store a number generated by the INPUT command. This variable system is central to the workings of any computer program as we use them in the same way for maths, forming equations. This program takes two numbers from the user, multiplies them and prints the result:

```
10 INPUT A
20 INPUT B
30 C=A*B
40 PRINT C
```

The '*', incidentally, is what the C64 uses for a multiplication symbol. If we didn't have the facility to store the numbers entered as variables (A and B), we couldn't perform the maths operation. Let's take a look at line 30 again:

```
30 C=A*B
```

Quite simply, this line says that C should now be equal to the value of A times B. If A was 2 and B was 3, this line will place the value 6 into C, demonstrated by line 40, which prints the value on the screen. This is the simplest way of using variables, by placing values or equations into them and letting the computer do the maths work. It's not the only way we can use them, though.

Going loopy

One of the best ways a computer can serve you is by repeating repetitive tasks without your prompting. Let's go for the simplest example:

```
10 PRINT "HELLO"
20 GOTO 10
```

Type RUN after you've entered this program and you'll get a line of HELLOs running down your screen. We've created a loop, as the program works through the instruction on line 10 happily, then gets to the GOTO command on line 20. This command tells the computer to go back to the line number directly following the instruction – GOTO 10 makes the computer jump back to line 10. When it's finished line 10 it'll get to line 20 again, and end up looping back round on itself indefinitely, printing HELLO each time. That's great *(that's irritating – ed)*, but what happens if we only want to print the word fifteen times? We need to count, and we need a variable for that:

```
10 C=0
20 PRINT "HELLO"
30 C=C+1
40 IF C=15 THEN END
50 GOTO 20
```

If you've been following this tutorial from the start (last month), you'll have seen all these commands before except END, which simply tells the computer to stop the program. The C=C+1 instruction simply adds one to C.

An easier way

It's at around this point inthe page that I like to introduce a new word into the proceedings. I'm feeling especially fruity today, so we're going to learn three at once *(fx: evil laugh)*. Our three words are FOR, TO, and NEXT. They're actually very useful commands, as they make loops like the last one a lot easier:

```
10 FOR C=1 TO 15
20 PRINT "HELLO"
30 NEXT C
```

If you run this one, you'll get exactly the same result as the last program, with 15 lines of text on the screen. Why? Well, let's it apart:

```
10 FOR C=1 TO 15
```

This command marks the start of a loop in which C will climb from 1 to 15. You can change the C, 1 and 15 to suit your own requirements.

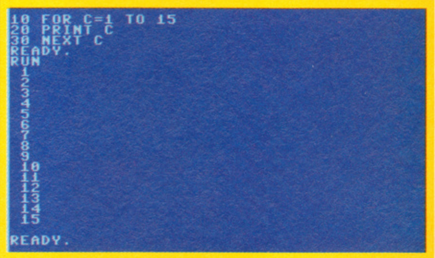
```
30 NEXT C
```

NEXT closes the loop, making the computer work from the FOR command again. When the variable (C) reaches 15, the NEXT command doesn't do anything, letting the program run on.

There's nothing special about the variable C incidentally, but it's stated in both lines 10 and 30, and must match. Try replacing line 20 by typing:

```
20 PRINT C
```

When you run the program again, you'll get a list of numbers from 1 to 15, signifying that the variable is rising as the loop is re-executed.



```
10 FOR C=1 TO 15
20 PRINT C
30 NEXT C
READY.
RUN
 1
 2
 3
 4
 5
 6
 7
 8
 9
 10
 11
 12
 13
 14
 15
READY.
```

The crowd gasped as Rodney printed a line of numbers down the screen. He just looked bored.

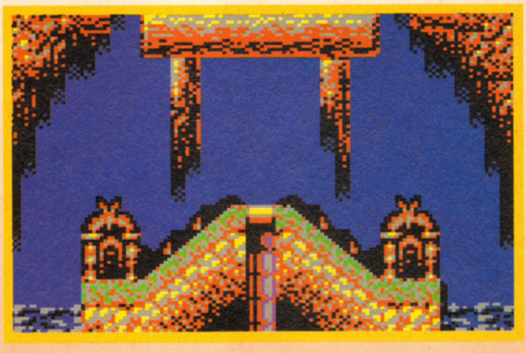
NEXT MONTH

So you've got the hang of variables now, haven't you? Oh yes you have. Read it again, and see if it gets any clearer. Not even slightly? Damn. It doesn't matter though, as next month we'll do something completely different.

It's time we put some of our skills to use, you see – we're going to embark on a programming excursion that'll reinforce what I've already told you, and teach you loads of clever new tricks you ever thought you'd master. 'Til then, why not practice what you've learnt?

Walkerz

As far as Andy Fisher's concerned, you can kill all the lemmings you want – the Walkerz are the guys to save...



"Okay lads, tea break."

Walkerz are dumb. They'll just keep strolling along, minding their own business, straight over a cliff edge, under a steam roller or into a *Question Time* audience. It's your job, of course, to make sure they stay out of trouble, and reach their destinations safely. This doesn't involve special skills or icons to click, as the only thing you get to control is a platform, that you can move around the screen to help the little guys out where necessary.

Recall

It's at this point that half the audience will be scratching their heads, drawing comparisons between Psygnosis' *Lemmings*, a game very much along the same lines. There're a lot of differences between the puzzlers, though...

The first big change is that, though you've got to get each walker to their destination safely, each walker has a different destination – you're not trying to guide your people to one particular point. Secondly, each walker travels at a different speed, pushing your timing abilities that little bit further. The other interesting point about *Walkerz* is that, as the walkers don't move as a pack, the game's designers were able to make the events on each level completely random, so there's never a pattern you can learn to each level, only a technique.

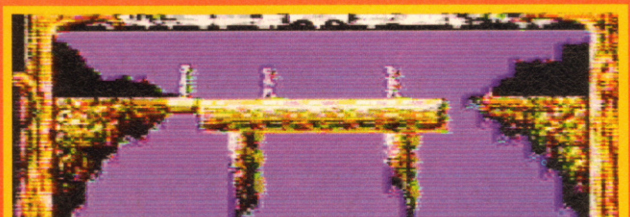
These changes make *Walkerz* a vastly different game to *Lemmings*, the style or play relying more on reflexes than logical (and lateral) thought. As time (and levels) go by, the perils that await our bipedal friends (is there something you should be telling me, Andy? ed) get steadily more ferocious, as spikes and ramps make an appearance.

Reflex

`Yep – that's right.

Walkerz is basically a race to block the gaps in the paths of doomed (though fairly cute) idiots. You're allowed to kill (by neglect, of course) five people per level, and even though you get an extra 'drop' for every 200 points you score, you only get a few points (two upwards) for every walker saved. As more people pile onto the screen, you'll find yourself needing every drop you can get.

Self-control



So anyway, old boy – I heard your aggregate share value has skyrocketaaaaaaaaaaa...

If *Walkerz* sounds like a fairly simplistic game, you should remember that some of the best games ever have followed fantastically simple playing styles (*Pong, Tetris, Breakout, Tetris, All-Metal Dragon Lad, Tetris*, etc). The platform is directed, rather than steered (if you push right, the platform flicks to the most obvious rightward hole). As the game progresses, you'll find the need to hit more and more diagonals to get that platform to the right place at the right time, which isn't always easy (so you can start worrying now, Quickshot owners).

Sensory perception

The stars of the game, the walkers themselves, look fairly human. Though they spend the majority of their time strolling dumbly back and forth, they'll happily wave a thank-you as they get safely home and even try to make the occasional jump for themselves (and usually fail). The landscapes they walk around are both varied and detailed, each loading separately but quickly.

A surprising lack of sound effects makes room for several good tunes, though maybe the occasional plummeting scream or scrunching of bloke wouldn't have come amiss.

Evaluative thought

The game's authors, New Entry, have put thought into *Walkerz* – there's a gradual but enticing difficulty curve, giving a subtle blend of success and threat that'll keep you plugging away through the 30 odd levels, saving up to 50 people in each. Alternatively, they provide you with a great opportunity to watch over 1500 people plummet to their deaths (or, failing that, score a seriously grazed knee). A level password system would have been nice though,

In all, *Walkerz* doesn't quite have the scope or depth to compete with more highly priced titles such as *Lemmings*, but the challenge a group of little blokes and some potential death-traps can provide makes for good fun.

RATING 75%

Where to go

If you want a copy of Walkerz, send £5.99 to the Electric Boys at the address that must have been burned into your retinas by now:

Electric Boys Entertainment Software,
917B Brighton Road, Purley,
Surrey, CR8 2BP

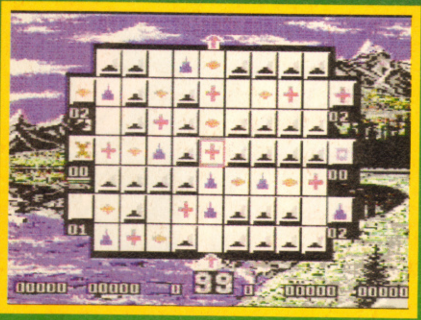
Riddles and Stones

Renne Softworks have come forward with an original puzzle game that will really tax your mind.

"It may be long winded, but it's the best door-lock I've ever had. The last time someone tried to break-in, I found them two days later, exhausted, still trying to get to the next level."

As my granny always used to say, you can never have too many puzzle games. She said that about a lot of things, but this time it's worth heeding her advice – *Riddles and Stones* is the 'lifework' of Renne Lerch the third, a man who quite obviously knows how to create really involving brain-teasers.

Riddles is based on a grid of squares, each taken up by either a piece of wall, a floor tile embossed with a symbol, or a special block which generates other sliding blocks bearing logos matching the floor tiles. It's your job, using a frame controlled by a joystick, to create and slide the correct tiles in the right order to provide a path through the level starting at one set of arrows and finishing at the other. This isn't all that easy, as once you've created a block you can only leave it on a square bearing the same symbol. You're also operating on ice – if you push a block, it'll keep sliding until it hits something. It's on this simple concept that the rest of the game is based.



It all becomes clear when you see the generators on the sides, the walls leading away from them, your controller in the dead centre and the path to be built running up the middle of the screen. About as clear as mud, in fact.

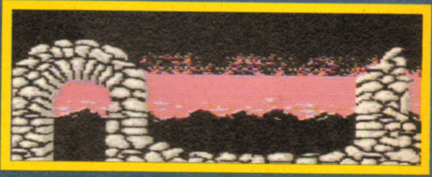
Deja vu

One of the first things you'll notice about *Riddles* is that it's almost exactly the same as nearly every other slidy puzzle game, save a few major differences – it's not a tedious stroll through boring levels of irritating, repetitive puzzles. It's not based on your ability to find a pattern by trial and error and then stick to it. It doesn't call on any major hand-eye co-ordination (the puzzles are brain-taxing rather than reflex-testing), and you can undo mistakes by sliding blocks back the way they came.

If, after that kind of introduction, you're expecting to have to use your brain when playing *Riddles*, you're absolutely right. This is a puzzle game testing your ability to solve abstract problems and think several steps ahead of yourself, and it works very well. The first few levels don't give you much of an idea as to exactly what's to come as they start with the basics, giving you the chance to get used to the way the game works, and how you should go about slotting blocks into line in the right order. As you progress through the levels, though, your problems increase, until you're sliding blocks into position just to deflect other blocks onto their correct courses – there's a definite difficulty curve to *Riddles*, and it's quite steep.

That's all, folks!

And that's pretty much all there is to *Riddles* – like *Walkerz*, it's a simple concept that's been neatly executed. Exactly how neatly is a matter for debate, though – the backdrops, intro and exit screens, as well as the titles, fonts and borders are all very pretty, but the game grid leaves a little to be desired. There's not really enough of a sense of 3D to show up the white blocks you've already created against the white tiles they move across, without even taking into account the white walls you have to steer your blocks around.



"Oh, I like what you've done with this room – it looks so airy, yet the blood-red sky gives it that touch of 'je ne sais quoi'. How much was it?"

Sonically, *Riddles* is complete – each level comes accompanied by music robust enough to withstand the barrage of different sound effects that you trigger when you either get something right or do something horribly wrong. Whether all that noise is necessary on a game like this is debatable, but everyone's got a volume knob.

Riddles and Stones is a puzzle game worth taking a look at. It may not be the most original concept, as it definitely has roots in a lot of other titles (*Pipemania* and *Puzznix* to name a few), but it's well-executed and the levels provided are cunningly designed. If you do ever get bored of the levels you've been provided with, a built-in editor gives you the chance to build your own puzzles to tie your friends in knots with.

In short, this is a game that all hardened puzzlers should consider buying. It's deeper than most recent puzzlers, with a basic design simple enough to let you get on with the intense thought that *Riddles* demands.

Until the game gets a UK distributor, the only question you should be asking yourself is "how much is 45DM in real money?". Buy it right now.

RATING 80%

Where to go

If you want a copy of Riddles and Stones, you're going to have to do some big posting, and send 45DM to:

Lerch – RAS, Dritte Wendung 9, D23970
Wismar, Germany.

Gamebusters

We do away with our regular mix of tips this month in favour of a wad of Action Replay codes, courtesty of Arif Perez of Manchester.

GAME	POKE	WHY?
Aliens	42043,189	Ammo
Ancipital	18679,173	Lives
Agent Orange	33216,165	Seeds
	33570,165	Bullets
Addams Family	12545,173	Lives
	19132,1	Key 1
	19133,1	Key 2
	19134,1	...
	19135,1	...
	19136,1	...
	19137,1	Key 6
Bionic Commando	7518,165	Lives
	22204,165	Time
Barbarian 2	35447,165	Lives
	37742,165	Time
Blues Brothers	11350,189	Lives
Bounder	22099,173	Lives
	7543,173	Time
Burger Chase	12392,173	Lives
Batty	2828,189	Lives
Cauldron 2	33012,165	Lives
Chameleon	3184,173	Lives
Crystal Castles	41624,165	Lives
Cosmic Causeway	14961,173	Time
	14943,189	
Defenders of Earth	7280,173	Lives
	15972,173	Energy
Dan Dare	22495,189	Time
Dalek Attack	4575,165	Lives
	13579,165	Time
Gutz	48372,165	Lives
	65436,0	Time
Deflektor	9830,173	Lives
	14073,165	Time
	13967,165	Energy
	11890,(0-59)	Level
Glider Rider	29888,0	Time
	29154,0	Energy
	28568,173	Bombs
Hacker 2	14626,173	Lives
I Ball	20669,165	Lives
Robocod	2909,173	Lives
	62670,173	
	60402,109	Battery
	60423,205	
Light Force	14235,173	Lives

Oops – we're out of space already! Oh well – we'll pick up where we left of next month. 'Til then...

Future PUBLISHING

DREDD JUDGED

HAS HOLLYWOOD RUINED JUDGE DREDD?

FIND OUT IN ISSUE 2 OF SFX, THE SCIENCE FICTION MAGAZINE

New!
Adventures in Science Fiction
SFX
The Day The Law Died?
THE STRUGGLE TO FILM JUDGE DREDD
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BUY-A-RAMA

Hmm... There aren't as many ads in this month as we'd like, you know. If there's something you want but can't find in the shops, something you don't want but can't sell to your mates or even something you've produced that you think others should see, fill in the form and your dreams will come true.

FOR SALE

- Commodore 128 £25, 1541 drive £50, MP5801 printer £60, spare data recorder £8, all plus postage if not seen.
- 7 cassette games – Kromasine, Past Ruler, Championship Wrestling, Game Over, Transylvanian Tower, Everyone's a Wally, Quest For Holy Grail. All are £1.20 each. Phone Matthew on 01772 616281.

WANTED

- Really old C64 games. Also, any Zzap! 64 issues. Will buy anything. Send lists and prices to Scott, 45 Edge Avenue, Grimsby, S Humberside, DN33 2DG.
- Easy Script 644D diskette – write to I Kernohan, 3 Woodlawn, Muckamore, Co Antrim, BT41 1QH.
- Alien 3, Rubicon, Galaga, Neoclyps disk or tape. Good price paid. Phone 01582 402907 – I've hundreds of games, etc, so tell me what you want.
- Leads and manuals for Commodore MPS801 printer. Phone Danny on 01473 749349.
- Audio lead to connect C64 to CD audio in/out on hi-fi, or instructions, Write to Scott, 45 Edge Avenue, Grimsby, S Humberside, DN33 2DG.
- Bloodwych, Might&Magic, Elvira 1&2, and any other RPG games. Best prices paid: Stephen Renehan, 1 Prince Arthur Terrace, Rathmines, Dublin 6, Ireland.

FANZINES

- Computer Scene – the C64 magazine that you've been waiting for has finally arrived. To be there, send SAE to 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN.
- Computer scene – if you value your C64, this is the magazine for you. For details send SAE to 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN *(he thinks we don't spot these, I reckon – ed).*
- Dynamite 64, the new diskmag featuring PD games, cheats and reviews. Issue 2 out now, priced £1.25 or 75p plus blank disk. Features in CF57. Write to Dynamite 64, Philip Davies, 16 Heol Ganol, Bryncenydd, Caerphilly, Mid Glamorgan, CF8 1AS.

OTHER

- New software available now! For list send SSAE to: MP Andrews,12 Starella Grove, Dairycoats Avenue, Hull, HU3 5DJ. All reasonable prices.
- Pen-pal wanted, to swap PD disks and news. 100% reply rate. Stephen Renehan., 1 Prince Arthur Terrace, Rathmines, Dublin 6, Ireland.

10 mail order tips

If you're considering buying something advertised on this page, you'd do well to follow these tips for mail order satisfaction.

- **Never, ever, send cash through the post.**
- **If you can, pay by cheque.**
- **If you live near an advertiser find out if you can pop around and see what you're buying.**
- **Any complaints about advertisers can be sent to CF at the usual address.**
- **Remember that the goods you're buying are second-hand – they're not going to be in absolutely perfect condition.**

And if you're advertising something, you'd should follow a few guidelines yourself.

- **Make sure what you're selling works.**
- **Think of an ideal price, and halve it.**
- **Reply promptly to everyone, even if you've already sold what you were advertising.**
- **Use your full name and address in your ad.**
- **Only sell original software. We hate piracy.**

COMMODORE FORMAT FREE READER ADS FORM

- Classified reader ads are free in *Commodore Format*!
- Write your ad in the grid below, one word to a box. Please include a contact telephone number or address in the ad. (We only print the details in the grid.)
- Please tick the box showing which section you want to your ad to go in.
- Send your ad to: Reader Ads, Commodore Format, Future Publishing,
30 Monmouth Street, Bath, Avon BA1 2BW

Please tick the relevant box:

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Wanted ☐
Pen Pals ☐
User Groups ☐
Fanzines ☐
Miscellaneous ☐

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Address ____________________
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____
Telephone number ____________

That was the year...

1992 – the year that bought you the likes of Trenton Webb, James Leach and Clur Hodgson to CF, also managed a few good games...

Catalypse

Games programmers take note – shoot-em-ups always get high marks in CF.

91% ● *CF*19

Though *Catalypse* didn't make it onto any platform other than the C64, it holds its own as a truly excellent shoot-em-up, drawing influence from *R-Type*, amongst others. Its blend of fast action, reflex puzzles and skill keeps you on the edge of your seat, furiously hammering a fire button in an attempt to save the world from the usual assortment of aliens. Yep – as usual, you're up against an entire invasion fleet and, as usual, Earth could only spare the one fighter.

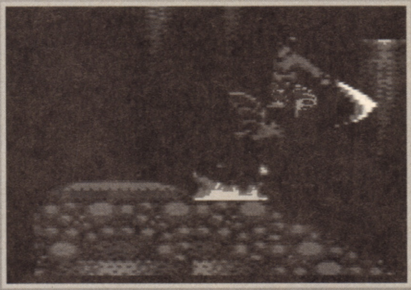
Creatures II

90% ● *CF*17

Created by the Rowlands, *Creatures II* was one of the best platformers the C64 has ever seen – your task is to guide Clyde the, erm, creature through assorted screens of hazards, safely home. On your way you'll risk being shot at by other creatures, impaled horribly on spikes, or even crushed to death, all portrayed with some of the best (and most gory) animation possible.

***Creatures 2* – another chance to be really horrible to cute animals and get rewarded for it. Top wholesome family entertainment.**

First Samurai

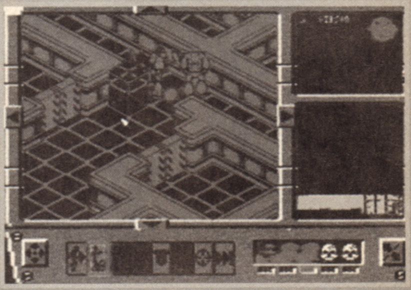


Careful – you could have someone's eye out with that. And their nose, ears, hair...

96% ● *CF*17

You should know all about samurais by now, having played this month's covertape game *Samurai Trilogy* to death. *First Samurai* is yet another platform game, this time chronicling the exploits of a young warrior on his way to the higher levels of his art, cutting up anyone who gets in his way. The action takes place against the backdrop of a ruined village, as your warrior makes it his business to avenge the person who trashed the place. Violence and exploration – we love it all.

Space Crusade

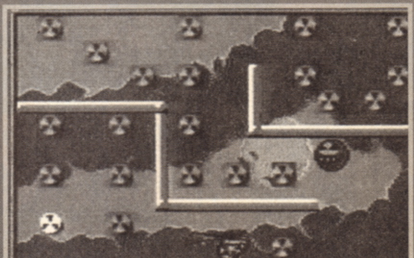


A combination of fast, reflex action with careful isometric thought got *Space Crusade* 92%

92% ● *CF*20

Making a change from the normal run of platformers and puzzle games, *Space Crusade* is a cross between a fast action shoot-em-up and a strategy game, in which you control a squad of muscle-bound, gun-toting meatheads on a mission to destroy anything and everything in a ship belonging to some villain or other. As the levels get harder and harder, the aliens get even more vicious, the guns get even more powerful, and the ammo gets even more scarce.

If you haven't tried this type of game already, you really ought to now – it's one of the best shoot-em-ups of 1992, and it's refreshingly different enough to keep you playing through the many levels for a long time, with a blend of fast action and complex strategy turning space-aged massacre into a science..



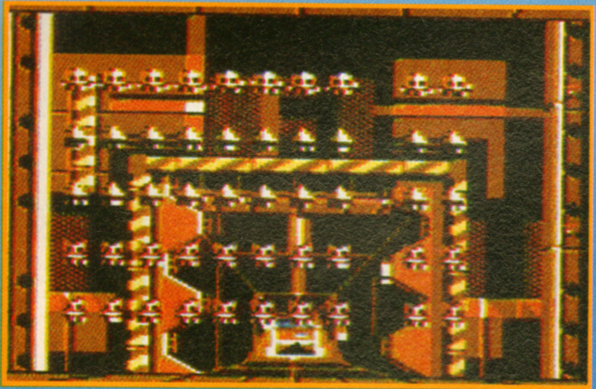
***Super Seymour* – totally original and bearing no strong resemblance to *Bombjack*, no.**

Super Seymour

90% ● *CF*19

Though the world has, in my opinion, seen a few too many cute games from Codemasters, *Super Seymour* is yet another excuse to get a cutesy potato bouncing around your screen. Unlike the other games in which Seymour stars, this isn't a platform adventure, though. The action takes place on single screen levels, filled with radioactive symbol to collect and loads of baddies to avoid. If the symbols are collected in the right order (the real challenge), extra points will be yours. That's right – it's *BombJack*.

Super Space Invaders



Classic coin-op action revisited with Taito's revamp of the most famous computer game of all time.

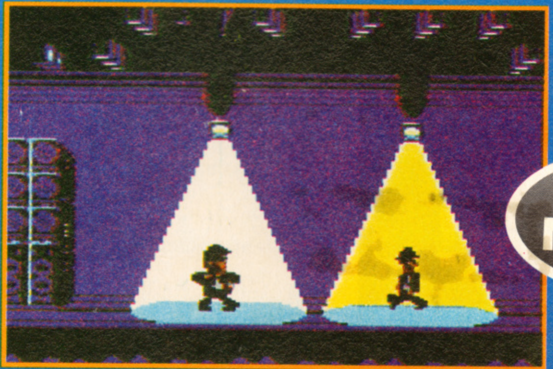
92% ● *CF*16

If you don't know what *Space Invaders* is, you may as well stop reading now. Forever. *Super* is the C64's latest incarnation of the original arcade classic, and Taito (the people responsible) have stuck very much to the original form, as you're still moving left and right firing a single bullet at a horde of invaders slowly advancing down the screen. Though this wonderfully simplistic yet utterly addictive game design stands in its own right, *Super* took the idea one step further, giving you occasional weapon power ups, etc. All in all, it's one of the games that every C64 owner must own, or have played at some time. If you haven't, start reading boxshifter ads.

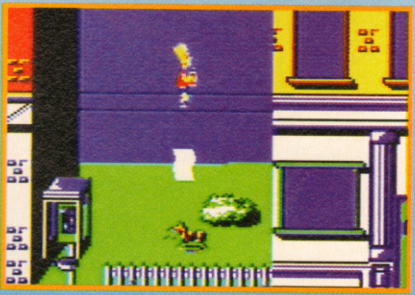
The Blues Brothers

90% ● *CF*16

"We're on a mission from God". In that case, God likes platform games too – this Titus offering features our unflappable Blues Brothers on a mission to collect records, cash and, more importantly, all the instruments and equipment they need for tonight's gig. This involves bouncing around a number of different levels as either Jake (the fat one) or Elwood (the thin one), your two characters who have slightly different abilities (Elwood canjump a lot higher). It may just be another platformer, but in terms of level design, difficulty curve and sheer addictive fun, it's out there at the front of the pack.



***The Blues Brothers* – it may not have been the most original platformer, but it had by far and away the best tunes.**



Bart Simpson saves the planet, defeats the aliens, and makes millions on the side.

The Simpsons

90% ● *CF*16

Aargh! Bart Simpson in cute graphic adventure shocker! Though the 'adventure' part was never really fully explored by the authors, this game sees Bart in a battle against the space mutants (featured in the full title) who're trying to take over Springfield and, eventually, the whole world. This is achieved with a variety of different objects and weapons found around the town, some of which Bart can use straight away, and some of which are needed to solve the many puzzles placed in his path. Tracey Ulman would be proud.

WWF

91% ● *CF*16

Though 1993 saw an almost identical WWF game, Ocean can just keep on producing these things until the day they die. A liberal sprinkling of ™s, ®s and ©s adds the correct corporate flavour to another game in which you have to throw people around in a ring, using a variety of waggly combo moves that you can never seem to pull off until the last minute, at which point comedy staggering and head-shaking routines always ensue.

Graphically pleasing with sonics to match, *WWF* is a definite for violence fans everywhere, even if the tights start to chaff.

The worst part of wrestling is when the fight degenerates to a mass of squirming tissue.

Pipped to the post

And then of course, there are the games that didn't quite make it – the unfortunates that, though they scored 75% or over, didn't make it into that top ten percent, and so are confined to a cramped box at the end of the feature.

Bully's Sporting Darts	27	84%
Cool Croc Twins	23	83%
Demon Blues	18	83%
Five on a Treasure Island	17	76%
Hook	25	85%
Indy Heat	18	81%
Potsworth & co	19	75%
Reckless Rufus	27	78%
Space Gun	17	86%
Stuntman Seymour	26	77%
Tilt	16	82%
Turbo the Tortoise	23	85%
Winter Camp	18	80%
Xenomorph	23	82%

NEXT MONTH

Let's see – last month we covered 1993, this month we covered 1992, so next month we'll be covering, erm... No, sorry, it's gone.

BACK ISSUES

How did the software shape up? How did the hardware hold out? What PD is worth persuing?

COMMODORE
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Animate!
MAKE ALL THE RIGHT MOVES!
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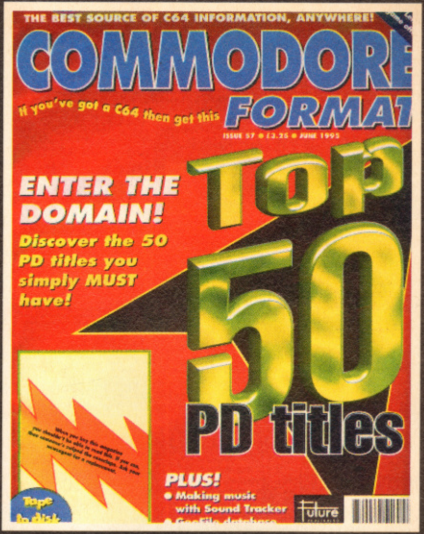
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ISSUE 57 • £2.25 • JUNE 1995
ENTER THE DOMAIN!
Discover the 50 PD titles you simply MUST have!
Top 50
PD titles
PLUS!
• Making music with Sound Tracker
Tape to disk

CF42 Power Pack games: *Stormlord, Deliverance.* Gamebusters: *Dizzy, Prince of the Yolk Folk, IO, Seymour Goes To Hollywood, Nobby The Aardvark, Sceptre of Baghdad.* Special: The best and worse games, ever.

CF43 Power Pack games: Reader games extravaganza. Gamebusters: *Mayhem, Nobby, Future Knight.* Specials: How to make your games scroll, A-Z of sports sims, The return of Secret of *SUECK*cess.

CF44 Power Pack: *Carnage, Mayhem Mega MIx Part 1.* Gamebusters: *Mayhem, Nobby, Future Knight.* Reviews: *Penguin Tower, Archetype, Time Crystal.* Specials: Making music, PD library list, diary of a game: 10th Dan.

CF46 Power Pack: *Bonecruncher*, Complete level of *Mayhem, Quadraped Tearaways* music demo. Gamebusters: *Mayhem, Stormlord, Wizball, Carnage.* Reviews: *Squarescape, Escape From Arth, Wilberforce.*

CF48 Power Pack: *Tilt (CodeMasters), City Bomber demo, Repel, Wizard's Pet.* Gamebusters: *First Samurai.* Reviews: *Lions of the Universe, Bobix, Super Nibbly.*

CF49 Power Pack: *Fantasy World Dizzy, Penguin Towers demo.* Gamebusters: *Legend of Sinbad.* Features: What C64 products you should spend you £64 on; How to create new colours. Review: *Fred's Back 3.*

CF50 Power Pack: *The Original Dropzone, Heavenbound* demo, plus *Chaos* and *Galaxians.* Gamebusters: *Wizard's Pet, Cool World* and *Tilt.* Reviews: *Heavenbound, Cashman Compilation* and *Zzzz.* Special feature: Top 50 games.

CF51 Power Pack: *Steg the Slug, Deadline* demo, plus *Multihack.* Gamebusters: *Dizzy* Previews: *Amorphous & Mega Force.* Special feature: C64 Vs The World.

CF52 Power Pack: *Mega Force, PD Extravaganza* Gamebusters: *Dropzone* player's guide Special feature: GEOS.

CF53 Power Pack games: *Mind Maze, Darkest Road* Demo: *Bee 52 , Artris* Special feature: Sshh! Listen – the *CF* guide to making noise on your C64.

CF54 Power Pack games: *Spaghetti Western Simulator, Antifriction, overload* Demo: *Amorphous* Special feature: C64 bargain hunter – where to go for the best second-hand deals and how to recognise them when you see them.

CF55 Power Pack games: *Square Scape 2, Sceptre of Baghdad, Stars and Rings.* Special feature: Grin and repair it! part I. If your C64 looks as if it's about to give up the ghost read this! 'This' being practical advice on caring for your computer's peripherals. Also: SEUDS corner, the newest SEUCK games form Psytronic Software, and Well 'ard II. Russ Michaels on the CMD hard drive.

CF56 Power Pack games: *Harrier, 3D Space War, Superstrike, Darkest Road Part 2.* Utility: *FROST.* Special feature: Get animated! Jason Finch uses this month's powerpack utility, *FROST*, to put life into your sprites. Also: Grin and repair it, part II. Is your C64 sick? Don't despair, diagnose and repair, says Jason Finch, and tells you how; Plus: *GeoCalc* – a graphics-based spreadsheet.

CF57 Power Pack: *Sound Tracker, Slayer of the Damned, Colouration, Minotaur.* Specials: Enter the domain – the top 50 PD titles. Also: Make music with a *Sound Tracker 64* program. Gamebusters: *Antrifriction. Sceptre of Baghdad, Steg the Slug, Stars and Rings, Squarescape 2, Lemmings, Amorphous.* Review: *Access Denied.*

CF58 Power Pack: *Trashman, Capture, and House Case.* Specials: The C64 Reborn! Escom's plans to mass-produce the C64 again for sale in Eastern Europe. Also: A retrospective of 1993, the year of the computer game. Gamebusters: *SquareScape 2. Superstrike, Spacewar, Strike Force Harrier.* Review: *GEOS compatible printers, Sword of Honour.*

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